

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

- 1.. (Currently Amended) A method for packaging an object graph, comprising:
receiving a variable usage specification wherein the variable usage specification
comprises a usage specifying an attribute of an object in the object graph;
creating a transient object graph representation comprising an internal representation of
the object, wherein the internal representation of the object only comprises the
attribute specified in the variable usage specification; and
packaging the transient object graph representation,
wherein the object graph has been previously created.
2. (Previously Presented) The method of claim 1, wherein creating the transient object
graph representation comprises identifying the object in the object graph whose attribute
is specified in the variable usage specification.
3. (Previously Presented) The method of claim 2, wherein identifying the object in the
object graph comprises using a root object in the object graph.
4. (Previously Presented) The method of claim 3, wherein identifying the object in the
object graph further comprises using the root object to find a path to the object whose
attribute is specified in the variable usage specification.
5. (Cancelled)
6. (Previously Presented) The method of claim 1, wherein creating the transient object
graph further comprises storing the internal representation of the object as a node of the
transient object graph.
7. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a form suitable for transport over
a network link.

8. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a form suitable for storage on a storage medium.
9. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a byte stream.
10. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a hash table.
11. (Original) The method of claim 10, further comprising:
converting the hash table into a byte stream.
12. (Original) The method of claim 1, further comprising:
representing the transient object graph representation in a structured language format.
13. (Original) The method of claim 1, further comprising:
representing the transient object graph representation in a compressed format.
14. (Original) The method of claim 1, further comprising:
representing the transient object graph representation in an encrypted format.
15. (Currently Amended) A method for packaging an object graph, comprising:
receiving a variable usage specification wherein the variable usage specification comprises a usage specifying an attribute of an object in the object graph;
creating a transient object graph representation comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification;
packaging the transient object graph representation; and
converting the transient object graph representation into a form suitable for transport over a network link,
wherein the object graph has been previously created.

16. (Currently Amended) A method for packaging an object graph, comprising:
receiving a variable usage specification wherein the variable usage specification comprises a usage specifying an attribute of an object in the object graph;
creating a transient object graph representation comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification;
packaging the transient object graph representation; and
converting the transient object graph representation into a form suitable for storage on a storage medium,
wherein the object graph has been previously created.
17. (Currently Amended) A transport packager, comprising:
means for receiving a variable usage specification wherein the variable usage specification comprises a usage specifying an attribute of an object in the object graph;
means for creating a transient object graph representation comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification; and
means for packaging the transient object graph representation,
wherein the object graph has been previously created.
18. (Currently Amended) A computer-readable medium having recorded thereon instructions executable by a processor, the instructions for:
receiving a variable usage specification wherein the variable usage specification comprises a usage specifying an attribute of an object in the object graph;
creating a transient object graph representation comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification; and
packaging the transient object graph representation,
wherein the object graph has been previously created.

19. (Previously Presented) The computer-readable medium of claim 18, further comprising:
instructions for converting the transient object graph representation into a form suitable
for transport over a network link.
20. (Previously Presented) The computer-readable medium of claim 18, further comprising:
instructions for converting the transient object graph representation into a form suitable
for storage on a storage medium.
21. (Currently Amended) A computer-readable medium having recorded thereon instructions
executable by a processor, the instructions for:
receiving a variable usage specification wherein the variable usage specification
comprises a usage specifying an attribute of an object in the object graph;
creating a transient object graph representation comprising an internal representation of
the object, wherein the internal representation of the object only comprises the
attribute specified in the variable usage specification;
packaging the transient object graph representation; and
instructions for converting the transient object graph representation into a form suitable
for transport over a network link,
wherein the object graph has been previously created.
22. (Currently Amended) A computer-readable medium having recorded thereon instructions
executable by a processor, the instructions for:
receiving a variable usage specification wherein the variable usage specification
comprises a usage specifying an attribute of an object in the object graph;
creating a transient object graph representation comprising an internal representation of
the object, wherein the internal representation of the object only comprises the
attribute specified in the variable usage specification;
packaging the transient object graph representation; and
instructions for converting the transient object graph representation into a form suitable
for storage on a storage medium,
wherein the object graph has been previously created.

23. (Currently Amended) A distributed system having a client and a server, comprising:
an object generator interposed between the client and the server, the object generator
having a capability to trim an object graph such that each object within the
trimmed object graph only comprises the attributes specified in a variable usage
specification; and
means for converting the transient object graph representation into a form suitable for
transport over a network link between the client and the server,
wherein the object graph has been previously created.
24. (Currently Amended) An apparatus for packaging an object graph, comprising:
means for receiving a variable usage specification wherein the variable usage
specification comprises a usage specifying an attribute of an object in the object
graph;
means for creating a transient object graph representation comprising an internal
representation of the object, wherein the internal representation of the object only
comprises the attribute specified in the variable usage specification; and
means for packaging the transient object graph representation,
wherein the object graph has been previously created.